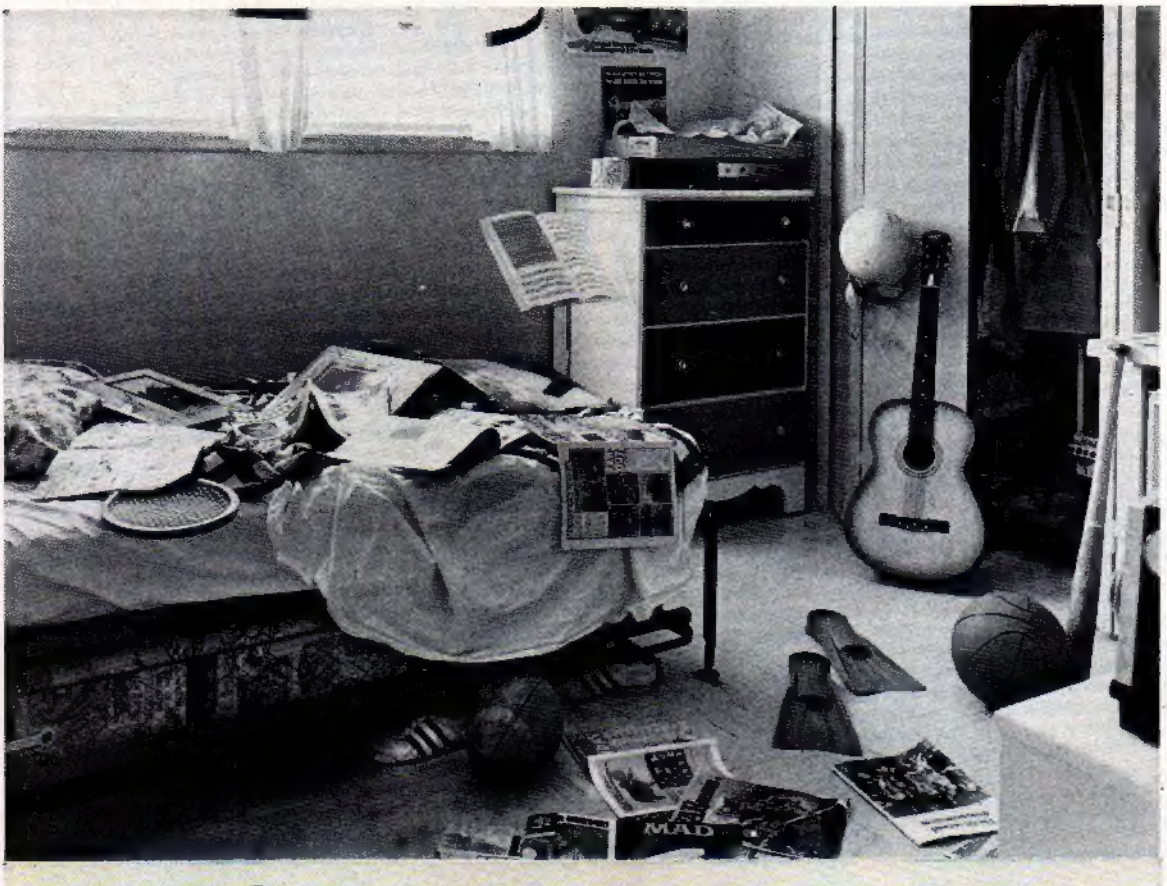
YOU'LL SAY IT'S IMPOSSIBLE! INCREDIBLE! IT COULD NEVER HAPPEN! BUT IT DOES! TO--
DC
20c
KAMANDI
NO. 7
JULY
30566
KAMANDI
APPROVED BY THE COMICS CODE AUTHORITY
THE LAST BOY ON EARTH!
4¢



If you want your parents to get you a Daisy B·B Gun, look at it from their point of view.

We'd like every boy to have the thrill of owning a Daisy B•B Gun. But we want them to be ready. And parents can usually tell if they are.

You see, a Daisy is a B•B gun. It's not a toy. And owning a gun is a big responsibility.

How do your parents know when you're ready?

Usually they can tell by the way you meet other responsibilities. Like picking up after yourself. Or pitching in when there's work to be done.

But if you're ready, a Daisy B•B Gun can be one of the most valuable things your parents ever give you. Because it doesn't just take responsibility. It teaches it.

It's the best way in the world for a boy to learn marksmanship and proper gun handling.

So, when you think you're ready for a Daisy, talk it over with your parents. Tell them you're ready to take on the responsibility of ownership.

We'll have the right Daisy B•B Gun for you.

Send for "The Air Rifle Marksman." Mail your name, address, and 25c to Daisy, P.O. Box 220, Rogers, Arkansas 72756.

Daisy
SINCE 1886

The B·B Gun every boy dreams about.

Division Victor Comptometer Corporation Rogers, Arkansas 72756

AFTER A GREAT NATURAL DISASTER HAS STRUCK THE EARTH, THE WORLD HAS UNDERGONE NUMEROUS CHANGES. IN SHORT, IT IS NO LONGER THE PLACE IN WHICH MAN IS MASTER. THE ANIMALS HE ONCE SUBJUGATED NOW OCCUPY MAN'S ONCE PROUD STATUS. TIGERS, LIONS, AND GORILLAS ARE IN THE SEATS OF POWER. HUMANS ARE THEIR BEASTS OF BURDEN---!

THIS IS THE WORLD OF KAMANDI

THE LAST BOY ON EARTH!

EDITED, WRITTEN, AND DRAWN BY
JACK KIRBY
LETTERED AND INKED BY MIKE ROYER

X-184

KAMANDI, THE LAST BOY ON EARTH, Vol. 2, No. 7, July, 1973. Published monthly by NATIONAL PERIODICAL PUBLICATIONS, INC., 909 Third Avenue, New York, N.Y. 10022. Carmine Infantino, Publisher. Jack Kirby, Editor. Steve Sherman, Assistant Editor. Sol Harrison, Production Manager. Advertising Representative, Sanford Schwarz & Co., Inc., 16 West 46th Street, New York, N.Y. 10036. Copyright ©1973 by National Periodical Publications, Inc. All Rights Reserved. The stories, characters and incidents mentioned in this magazine are entirely fictional. No actual persons, living or dead, are intended or should be inferred. Printed in U.S.A.

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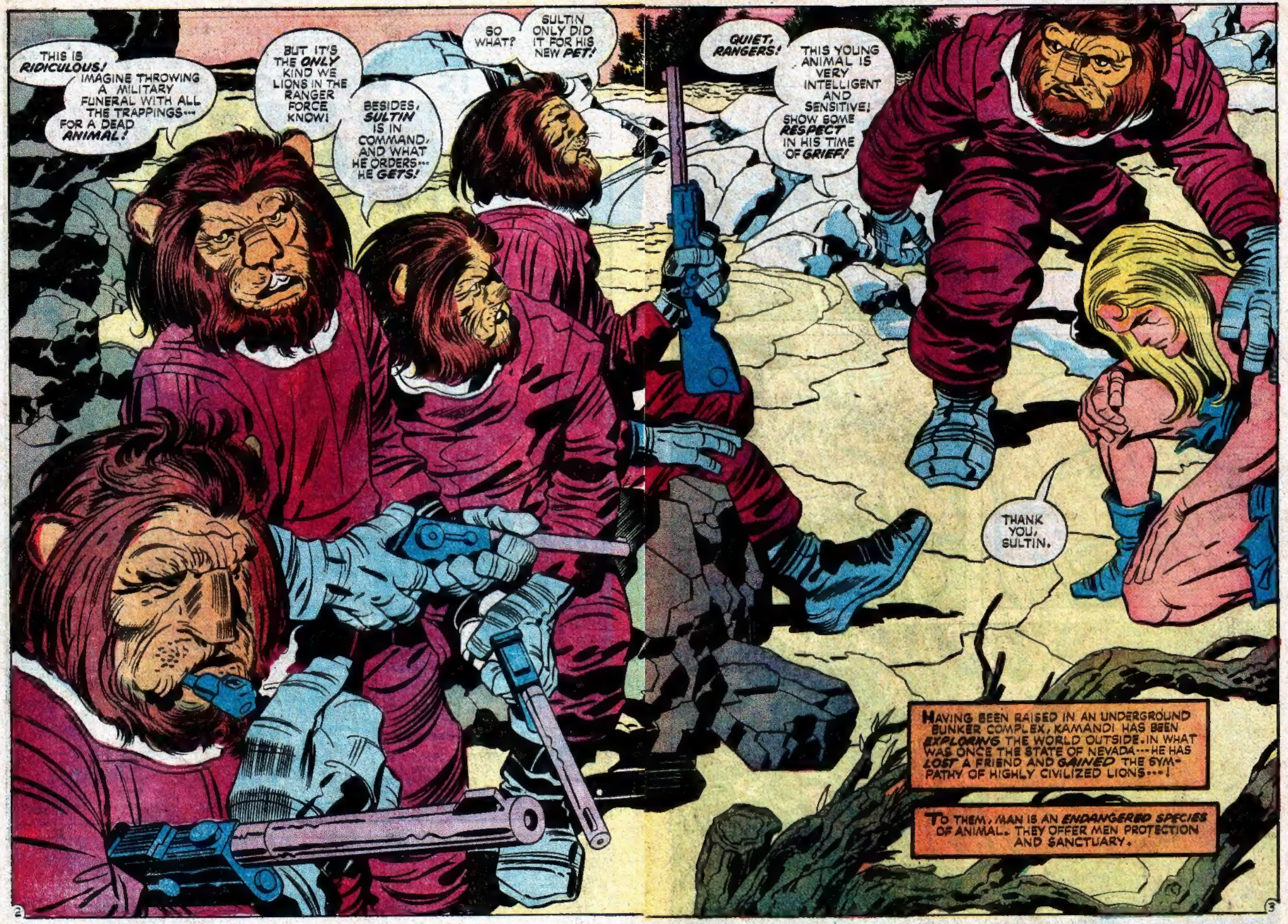
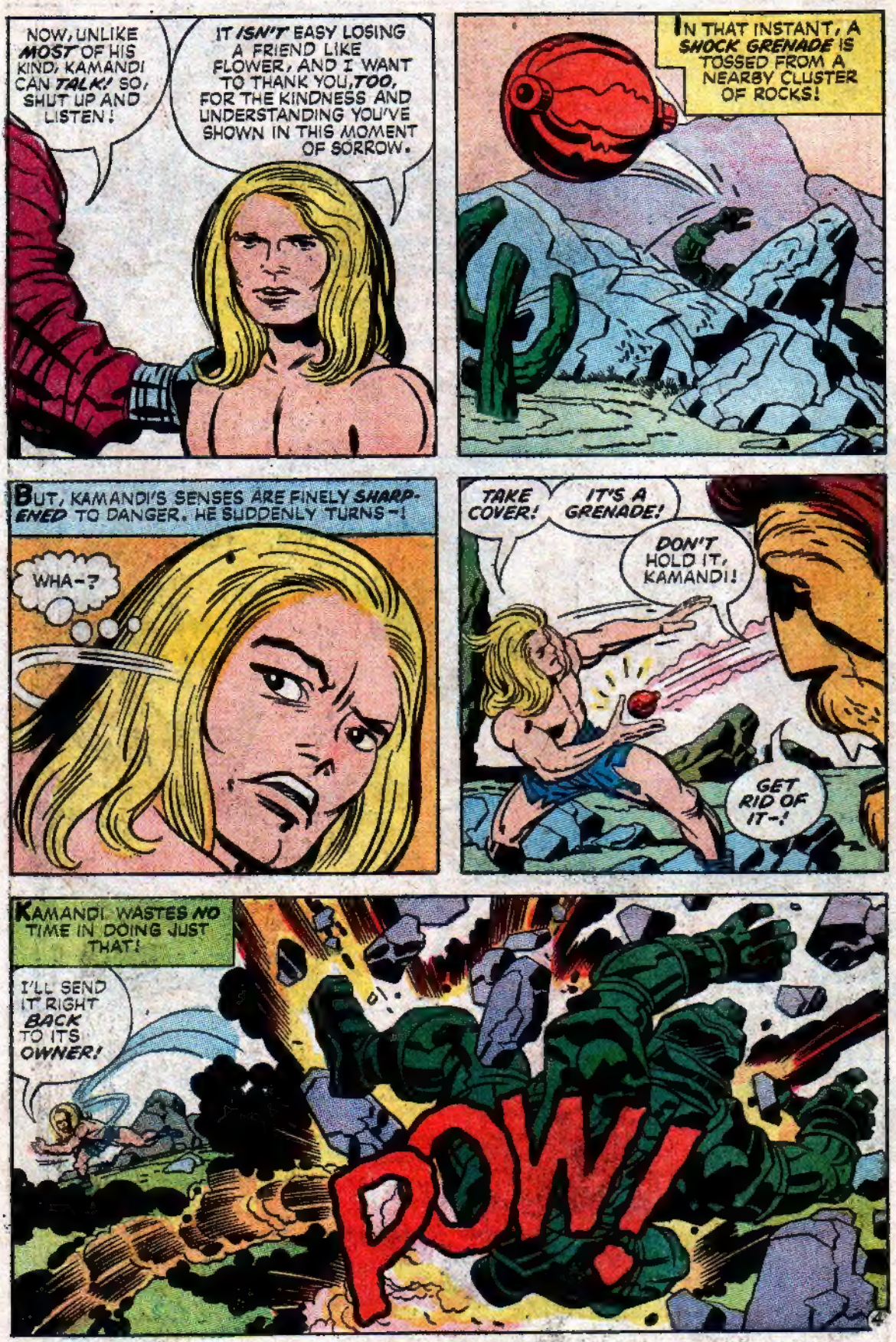
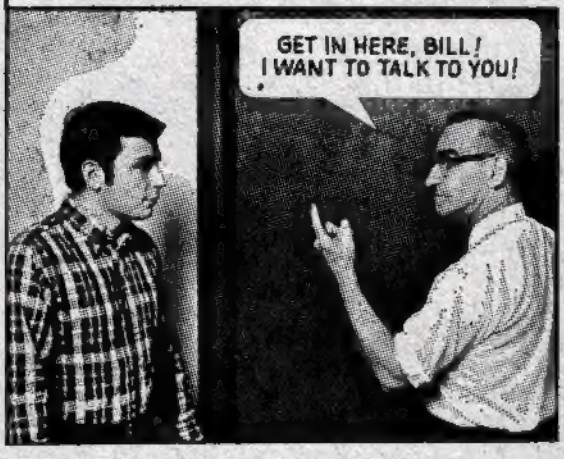

THIS IS RIDICULOUS! IMAGINE THROWING A MILITARY FUNERAL WITH ALL THE TRAPPINGS... FOR A DEAD ANIMAL!
BUT IT'S THE ONLY KIND WE LIONS IN THE RANGER FORCE KNOW!
BESIDES, SULTIN IS IN COMMAND, AND WHAT HE ORDERS... HE GETS!
SO WHAT?
SULTIN ONLY DID IT FOR HIS NEW PET!
QUIET, RANGERS!
THIS YOUNG ANIMAL IS VERY INTELLIGENT AND SENSITIVE! SHOW SOME RESPECT IN HIS TIME OF GRIEF!
THANK YOU, SULTIN.
HAVING BEEN RAISED IN AN UNDERGROUND BUNKER COMPLEX, KAMANDI HAS BEEN EXPLORING THE WORLD OUTSIDE. IN WHAT WAS ONCE THE STATE OF NEVADA--- HE HAS LOST A FRIEND AND GAINED THE SYMPATHY OF HIGHLY CIVILIZED LIONS---!
TO THEM, MAN IS AN ENDANGERED SPECIES OF ANIMAL. THEY OFFER MEN PROTECTION AND SANCTUARY.

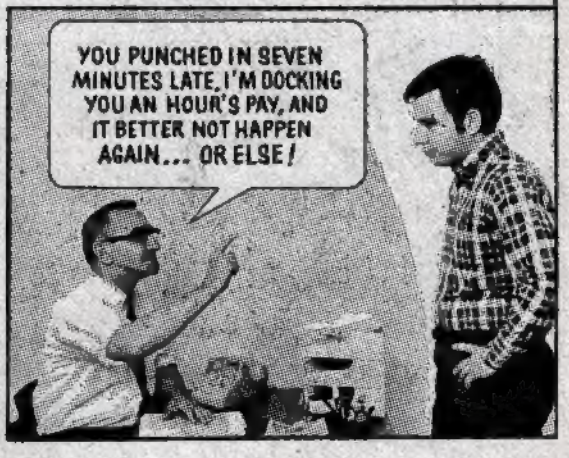

NOW, UNLIKE MOST OF HIS KIND, KAMANDI CAN TALK! SO, SHUT UP AND LISTEN!
IT ISN'T EASY LOSING A FRIEND LIKE FLOWER, AND I WANT TO THANK YOU, TOO, FOR THE KINDNESS AND UNDERSTANDING YOU'VE SHOWN IN THIS MOMENT OF SORROW.
IN THAT INSTANT, A SHOCK GRENADE IS TOSSED FROM A NEARBY CLUSTER OF ROCKS!
BUT, KAMANDI'S SENSES ARE FINELY SHARPENED TO DANGER. HE SUDDENLY TURNS--!
WHA--?
TAKE COVER!
IT'S A GRENADE!
DON'T HOLD IT, KAMANDI!
GET RID OF IT--!
KAMANDI WASTES NO TIME IN DOING JUST THAT!
I'LL SEND IT RIGHT BACK TO ITS OWNER!
POW!

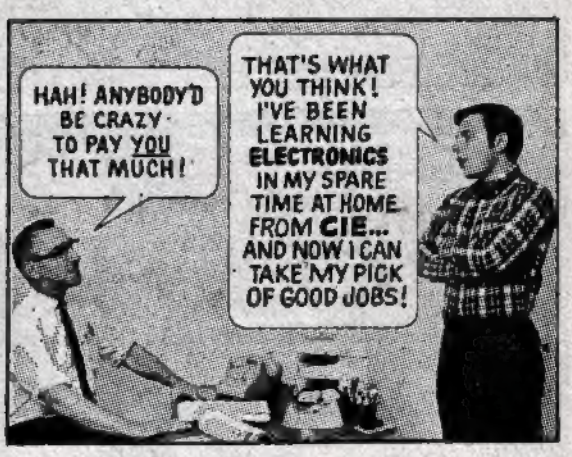
ONLY THOSE OF BOLD ACTION SURVIVE IN KAMANDI'S WORLD! THE "QUICK"---THE "CUNNING"---AND THE "STRONG" FACE DEATH WITH THE HOPE OF STAYING ALIVE! DEATH HAS ONCE MORE CLOSED IN---AND BEEN THROWN BACK! KAMANDI AND HIS STRANGE COMPANIONS RUSH FORWARD TO THE SOURCE OF THE ATTACK. THE MOMENT THEY SIGHT HIM, THE NEWEST AND WILDEST OF INCIDENTS BEGINS--!
CHAPTER TWO
THE MONSTER FETISH!
THERE'S OUR HOSTILE VISITOR!
I-I THINK HE'S ONLY STUNNED!
HE'S A GORILLA SCOUT!
THAT MEANS THERE'S A WAR PARTY SOMEWHERE BEHIND HIM!
5

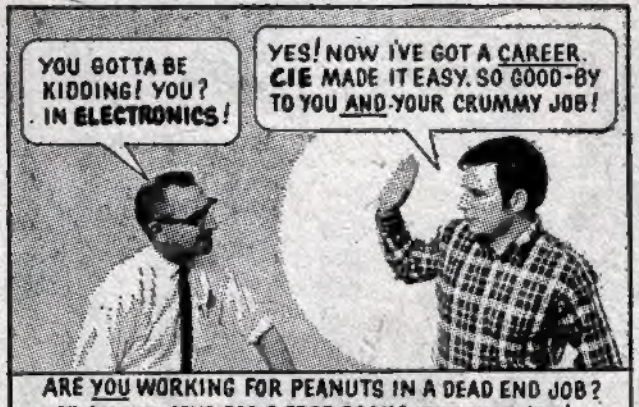
WELL, WE GOT HIM! NOW WE'LL ROUND UP THE OTHERS!
IF I CAN BE OF SOME HELP, SULTIN, COUNT ME IN···
I HAVEN'T GOT A DUNE-CYCLE LIKE YOU RANGERS, BUT I CAN RIDE HIS HORSE!
HE'S YOURS, KAMANDI!
TAKE HIM!
LET'S GO, MEN! THERE'S A JOB TO DO!
DO YOU THINK THE GORILLAS HAVE A LARGE FORCE HERE, SULTIN?
MY GUESS IS THEY'RE A "RITUAL RAIDING GROUP!"
THEY'VE COME TO FREE "TINY!"
THEY'LL STOP AT NOTHING TO GET AT "TINY!" HE'S A KIND OF FETISH TO THEM!
HERE! YOU'LL NEED A WEAPON!
BUT WHO··· OR WHAT··· IS TINY?
TINY'S NOTHING TO WORRY ABOUT··· AS LONG AS HE STAYS WHERE WE KEEP HIM! NOW, BE CAREFUL!
I'LL REPORT BACK IF I SIGHT ANY GORILLAS!
CONTINUED ON 2 ND PAGE FOLLOWING.
6

The day Bill told off his boss






HAH! ANYBODY'D BE CRAZY TO PAY YOU THAT MUCH!
THAT'S WHAT YOU THINK! I'VE BEEN LEARNING ELECTRONICS IN MY SPARE TIME AT HOME FROM CIE... AND NOW I CAN TAKE MY PICK OF GOOD JOBS!



ARE YOU WORKING FOR PEANUTS IN A DEAD END JOB? GET SMART. SEND FOR 2 FREE BOOKS LIKE BILL DID!

Be sure to send for your 2 FREE books today. For your convenience, we will try to have a representative call. If coupon has been removed, write to Cleveland Institute of Electronics, Inc., 1776 East 17th Street, Cleveland, Ohio 44114.

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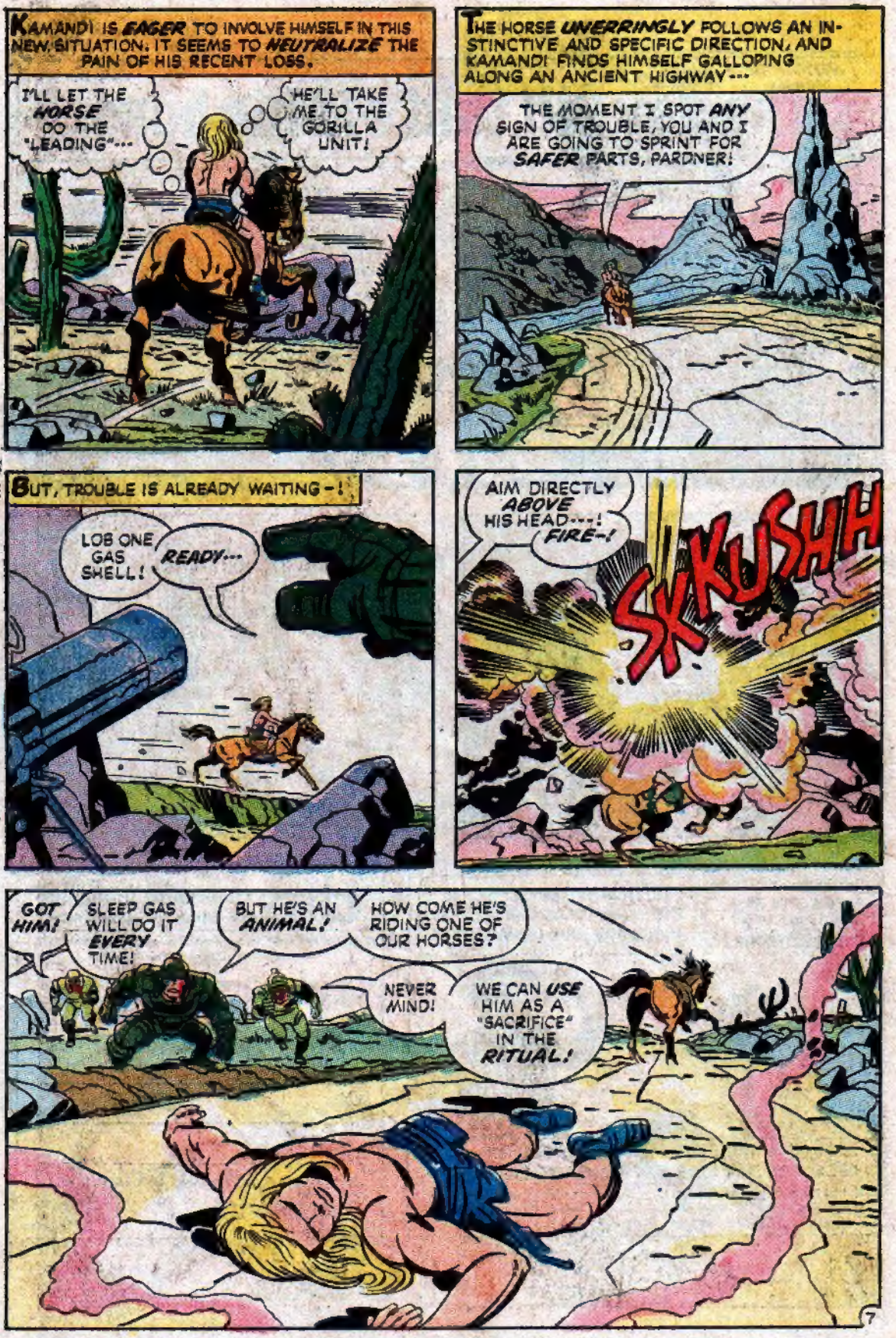
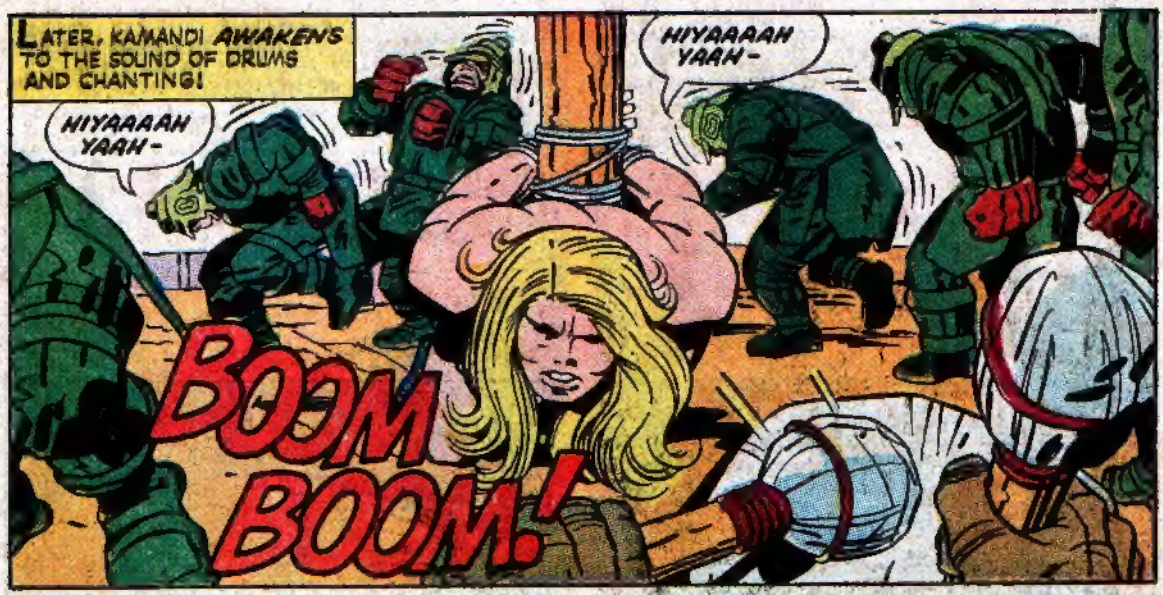
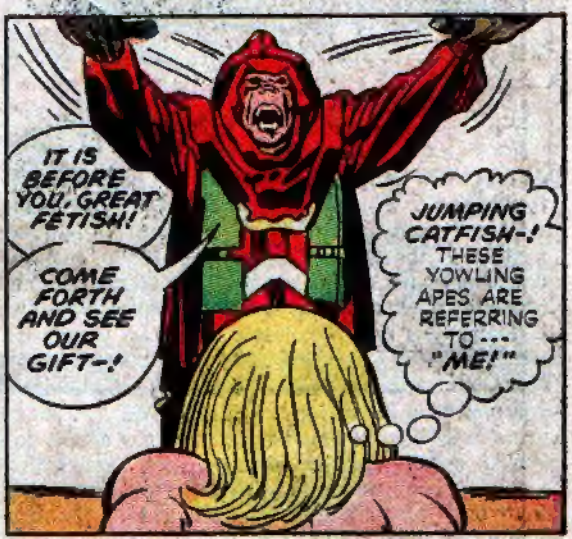
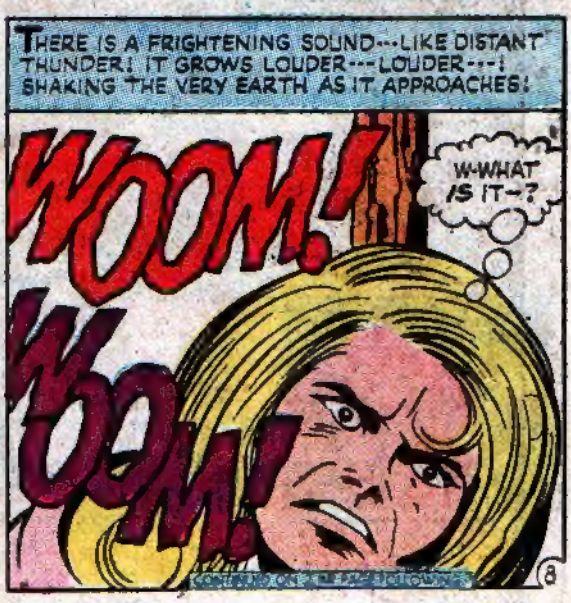

KAMANDI IS EAGER TO INVOLVE HIMSELF IN THIS NEW SITUATION. IT SEEMS TO NEUTRALIZE THE PAIN OF HIS RECENT LOSS.
I'LL LET THE HORSE DO THE "LEADING"---
HE'LL TAKE ME TO THE GORILLA UNIT!
THE HORSE UNERRINGLY FOLLOWS AN INSTINCTIVE AND SPECIFIC DIRECTION, AND KAMANDI FINDS HIMSELF GALLOPING ALONG AN ANCIENT HIGHWAY---
THE MOMENT I SPOT ANY SIGN OF TROUBLE, YOU AND I ARE GOING TO SPRINT FOR SAFER PARTS, PARDNER!
BUT, TROUBLE IS ALREADY WAITING--!
LOB ONE GAS SHELL!
READY---
AIM DIRECTLY ABOVE HIS HEAD---! FIRE--!
SKKUSHH
GOT HIM!
SLEEP GAS WILL DO IT EVERY TIME!
BUT HE'S AN ANIMAL!
HOW COME HE'S RIDING ONE OF OUR HORSES?
NEVER MIND!
WE CAN USE HIM AS A "SACRIFICE" IN THE RITUAL!
7


LATER, KAMANDI AWAKENS TO THE SOUND OF DRUMS AND CHANTING!
HIYAAAAH YAAH-
HIYAAAAH YAAH-
BOOM BOOM!

WE CALL UPON YOU, FETISH!
HEAR US, OH FETISH! WE BRING A SACRIFICE!
SHOW THE SACRIFICAL ANIMAL, O' SHAMAN!


IT IS BEFORE YOU, GREAT FETISH!
COME FORTH AND SEE OUR GIFT-!
JUMPING CATFISH-! THESE YOWLING APES ARE REFERRING TO--- "ME!"

LISTEN! THE FETISH HEARS US! HIS STEPS SOUND IN THE CANYON!
YOUR BROTHERS CALL YOU, O' FETISH!
COME, JOIN YOUR BROTHERS, WHO ARE CAST IN YOUR IMAGE!


THERE IS A FRIGHTENING SOUND---LIKE DISTANT THUNDER! IT GROWS LOUDER---LOUDER---! SHAKING THE VERY EARTH AS IT APPROACHES!
WOOM!
WOOM!
W-WHAT IS IT-?

Super

BODYBUILDING COURSE —

INTRODUCING

THE BODYBUILDING SYSTEM THAT GUARANTEES —

YOU'LL PUT ON INCHES OF POWERFUL MUSCLES ON YOUR BODY!

At last, NEW bodybuilding secrets are now available for your use. Finally, after years of experimenting we have come up with the fastest muscle building system in the world. Our course really works — thousands have taken our course and have obtained fantastic results. Right in the privacy or your own bedroom, you can completely transform your body.

SEE YOUR MUSCLES GROW DAY BY DAY!

You can have POWERFUL MUSCLES FAST . . . not by years and years of hard work . . . but by simply following our fascinating system . . . a system that works so fast you can see results from day to day! Isn't that the kind of course you want? We absolutely guarantee results.

HERE ARE JUST A FEW OF THE LETTERS WE [illegible]

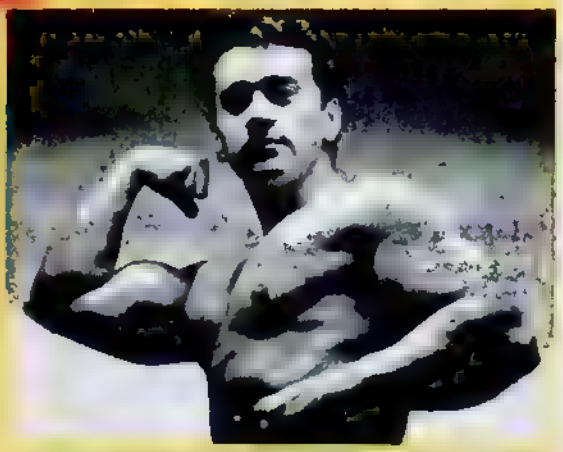
"Wow! I'm making fantastic gains, following your new method of muscle building. I never knew it could be so easy to build muscles."
J. Johnson

"In just 3 weeks I have gained 1½" on my arms and 4" on my chest. . . I have also lost 4" off my waist. Your course is just great!"
D. Roberts

"I was a skinny weakling [illegible] to be dynamic on the beach."
B. Abbott

"I'm transforming all the fat off my body and changing it into rock-hard muscle. It's amazing. I have lost 6" off my waist. I can actually see my muscles growing from day to day."
P. Williams

"I have gained 5" on my arms and 12" on my chest, while losing 3" off my waist. I have tripled my power and speed. Thanks for what you have done for me!"
M. Robinson



NORRIE MITCHELL GAINED 65 POUNDS OF MUSCLE WHILE FOLLOWING OUR 'REVOLUTIONARY NEW METHODS' ON BODYBUILDING.

TAKE YOUR CHOICE! You Can Do This...

- ★ DOUBLE OR TRIPLE YOUR STRENGTH in record time! It wouldn't take long before you can perform feats of strength.
- ★ BUILD HUGE .— GIANT SIZE muscles — fast. You'll have bulging muscles before you know it.
- ★ TRIM YOUR WAIST by following ultra-modern methods. It won't take long before your waist shows washboard abdominal muscles.
- ★ GAIN WEIGHT — You can actually gain up to 50 pounds of rock-hard muscle.
- ★ LOSE FAT — You'll find it easy to get rid of excess fat and replace it with muscle.
- ★ FEEL 100% BETTER — You can't help but feel great once you own a muscular body.

FREE!

UNIVERSAL BODYBUILDING
Box 485, Dept. S
Dearborn, Mich. 48121

Shoot the 'works' to me free! Rush me all that free muscle-building information, so that I can add inches of powerful muscles — all in the privacy of my home. I am sending 25¢ to help cover postage and handling costs. I am under no obligation. (Please print)

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

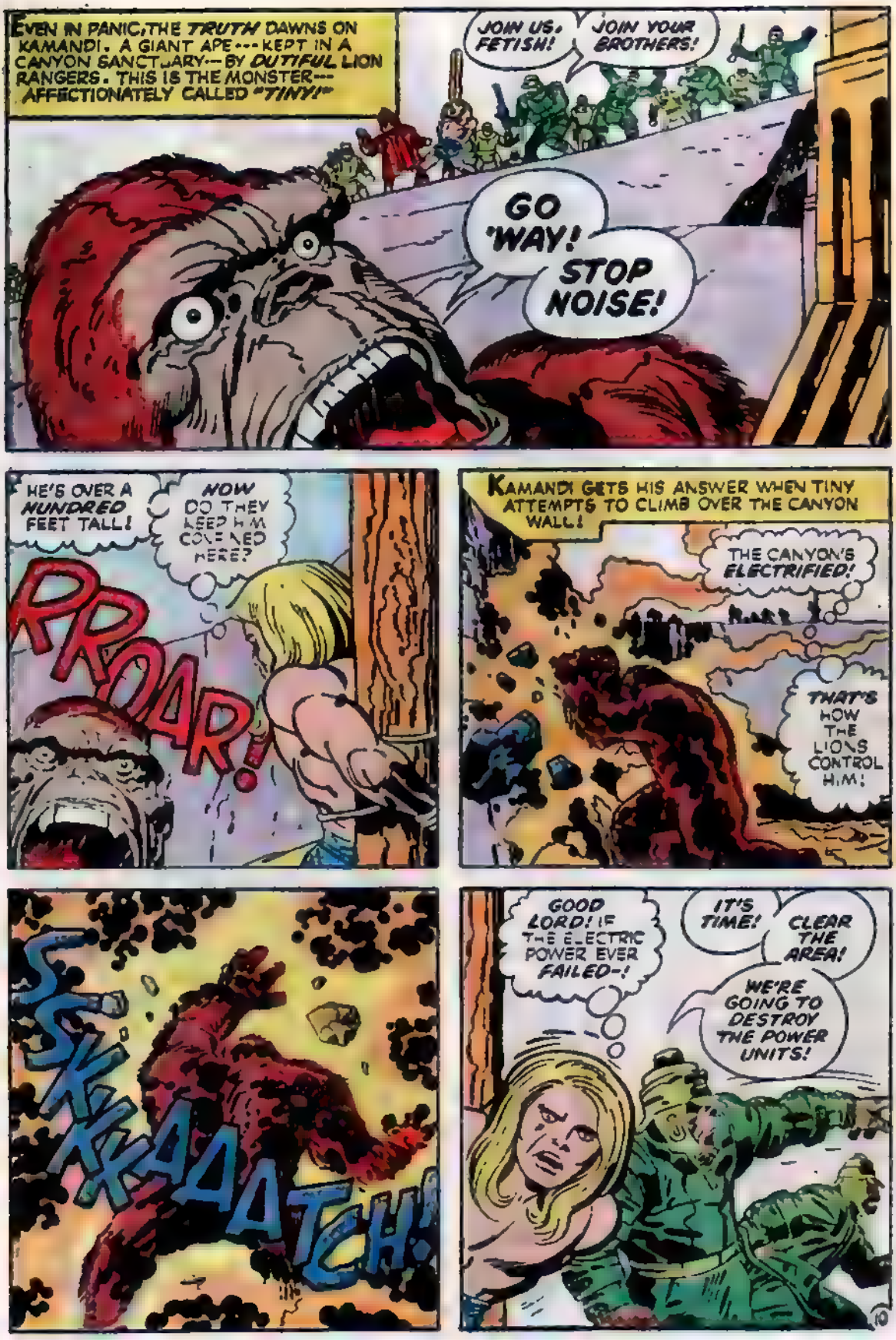
MAIL TODAY

FOR THE FIRST TIME, KAMANDI TAKES A CLEAR LOOK AT HIS SURROUNDINGS. HE IS ATOP A GIANT DAM··· OVERLOOKING A CANYON WHICH ONCE KNEW RUSHING WATERS.
HE COMES, BROTHERS!
THIS TIME WE SHALL SET HIM FREE!
HE SHALL BE AN INVINCIBLE SHIELD AGAINST OUR ENEMIES!
WOOM! WOOM!

RROAR!
ROAR!

THEN···
WHAT YOU BRING? WHAT THIS THING?
OH, NO! NOOO!

TINY CAN'T REACH! TINY ANGRY!
HELP! HELP!


EVEN IN PANIC, THE TRUTH DAWNS ON KAMANDI. A GIANT APE --- KEPT IN A CANYON SANCTUARY -- BY DUTIFUL LION RANGERS. THIS IS THE MONSTER --- AFFECTIONATELY CALLED "TINY!"
JOIN US, FETISH!
JOIN YOUR BROTHERS!
GO 'WAY!
STOP NOISE!
HE'S OVER A HUNDRED FEET TALL!
NOW DO THEY KEEP HIM CONFINED HERE?
RROAR!
KAMANDI GETS HIS ANSWER WHEN TINY ATTEMPTS TO CLIMB OVER THE CANYON WALL!
THE CANYON'S ELECTRIFIED!
THAT'S HOW THE LIONS CONTROL HIM!
SSKKAADATCH!
GOOD LORD! IF THE ELECTRIC POWER EVER FAILED--!
IT'S TIME!
CLEAR THE AREA!
WE'RE GOING TO DESTROY THE POWER UNITS!
10

NO! STOP!
THE CHARGES ARE SET! DYNAMITE WHEN I GVE THE SIGNAL!
VAHOOM
THE GENERATORS ARE SILENT!
THE POWER IS CUT OFF!
HE'S COMING OUT-!
THE GIANT FETISH IS FREE!
GO 'WAAAY-! TINY KILL YOU!
FLEE! THE FETISH HAS GONE MAD!

TINY JUST WANT THIS TOY-! WHY DOES TOY SCREAM?
LET ME GO!
AS KAMANDI STRUGGLES IN THE GRIP OF THE MAMMOTH APE, A RIFLE BULLET STRIKES THE GIANT!
WHO SHOOT GUN? YOU WANT TO BREAK TOY?
PUT ME DOWN!
Y-YOU'RE CRUSHING ME!
POW!
FOOL! THAT SHOT ONLY SERVED TO INCREASE THE ANGER OF THE GREAT FETISH!
IT WAS MEANT TO!
HE'LL MOVE AGAINST HIS LION OPPRESSORS, NOW---AND WE SHALL MOVE IN WHEN HE SMASHES THEM!
I HOPE YOU'RE RIGHT!
HERE HE COMES!
LOOK OUT-! HE'S TRYING TO STAMP ON OUR OWN TROOPS!
CAN'T HE SEE THAT WE'RE BROTHERS?
THE FETISH HAS TURNED ON US!
HE'S DESTROYING EVERYTHING IN HIS PATH!
YEEOW!
CONTINUED ON 5TH PAGE FOLLOWING
12

5 NEW

zap action!™

KITS FROM MPC

Walt Disney's

Pirates of the Caribbean

©Walt Disney Productions

Now . . . something never in model kits before. Zap/Action pirate scenes based on Walt Disney's Pirates of the Caribbean, the most popular attraction in Disneyland. First you build these exciting and detailed scenes . . . then at the touch of a lever . . . release Zap/Action . . . and the pirates perform a variety of surprise actions! And the Zap/Action can be reset and released over and over again!

DEAD MEN TELL NO TALES!!

Left behind to guard the treasure, this pirate has plenty of life left in him. He builds up into a great model scene. But watch out! One touch of the button and . . . Zap/Action! His arm swings up and he's got the drop on you.

FIGURES IN 1/12 SCALE!

HOIST HIGH THE JOLLY ROGER!

In fantastic detail Captain Villainy with his peg leg upon the king's ransom, preparing to fight all comers. And curses! That's just what happens when . . . Zap/Action! He swings his arm with sword in hand . . . and woe to the treasure hunters.

ZAP!

CONDEMNED TO CHAINS FOREVER!

He tried to skip ship, but skip he will no longer. A hard hearted scene with alligator and all. But alligator beware! A finger's touch and . . . Zap/Action! Down swings the sword upon the alligator's head!

ZAP!

ALL WITH THE NEW CONCEPT OF

zap/action

©Walt Disney Productions

ZAP!

FATE OF THE MUTINEERS!!

No fate worse than being dumped on a desert island . . . and falling in quicksand! One matey tries to help the other out, but a touch of the switch and . . . Zap/Action! The blighter's bones give way!

DEAD MAN'S RAFT!

Here is a magnificent model scene . . . the remains of a badly battered ship with an old salty seaman behind the wheel. But one slight peek inside the hatch and . . . Zap/Action! Up leaps his angry mate, slamming down upon the treasure map.

WHOOSH

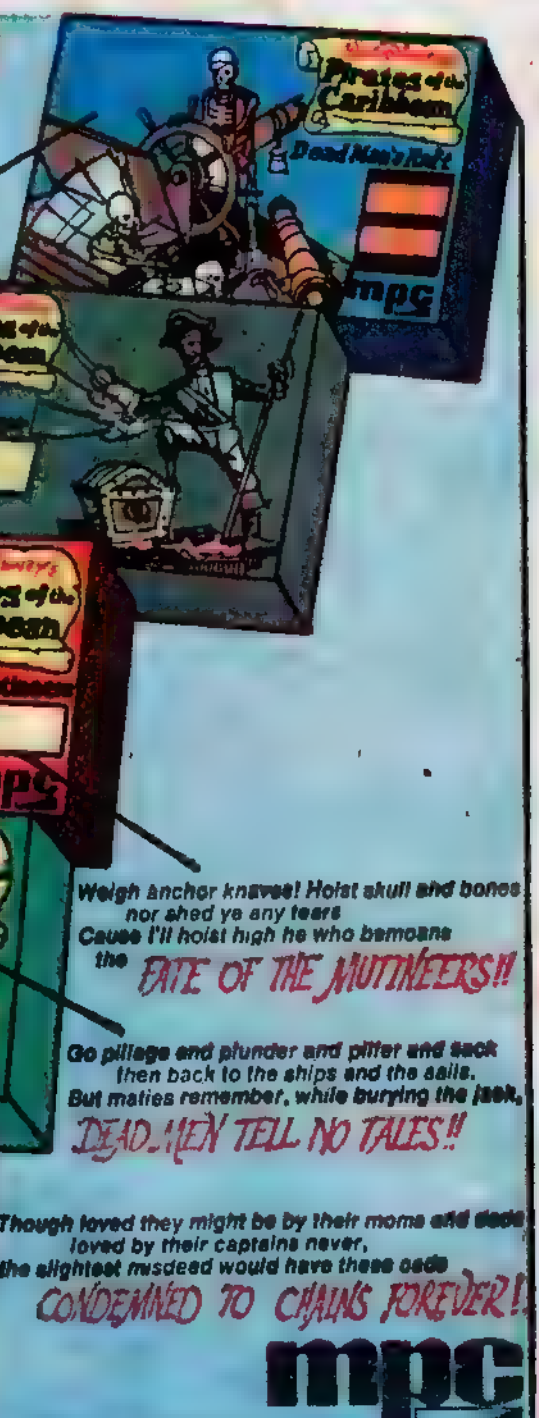
ZAP

zap action!

Walt Disney's

Pirates of the Caribbean

©Walt Disney Productions



They're blighters and beggars with villainous needs
pursuing a black sheep's craft
But lives thus filled with dastardly deeds
and on a DEAD MAN'S RAFT!

I've slashed the Spanish Main and more
in villainy and plunder.
The ladies squeal where'ere I roar
HOIST HIGH THE JOLLY ROGER!

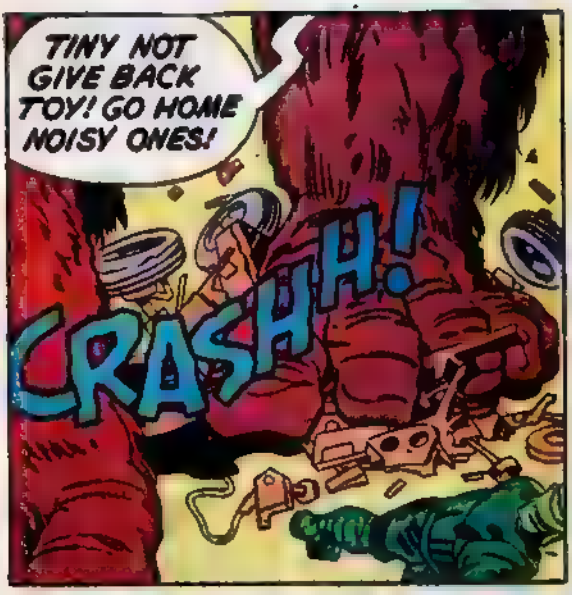
Weigh anchor knaves! Hoist skull and bones
nor shed ye any tears
Cause I'll hoist high he who bemoans
the FATE OF THE MUTINEERS!!

Go pillage and plunder and pilfer and sack
then back to the ships and the sails.
But maties remember, while burying the jack,
DEAD MEN TELL NO TALES!!

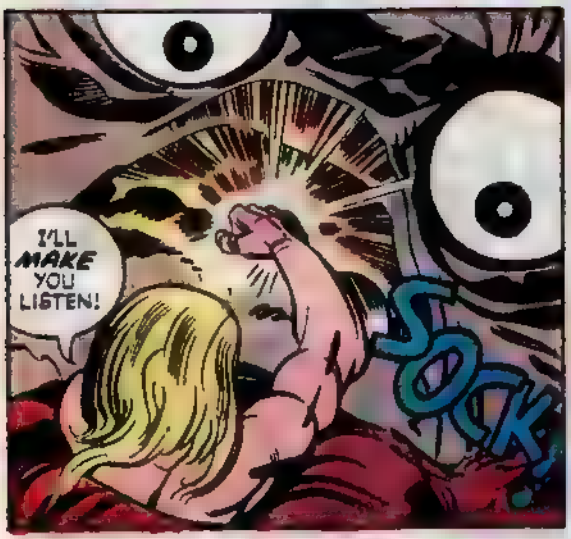
Though loved they might be by their moms and dads
loved by their captains never,
the slightest misdeed would have these lads
CONDEMNED TO CHAINS FOREVER!

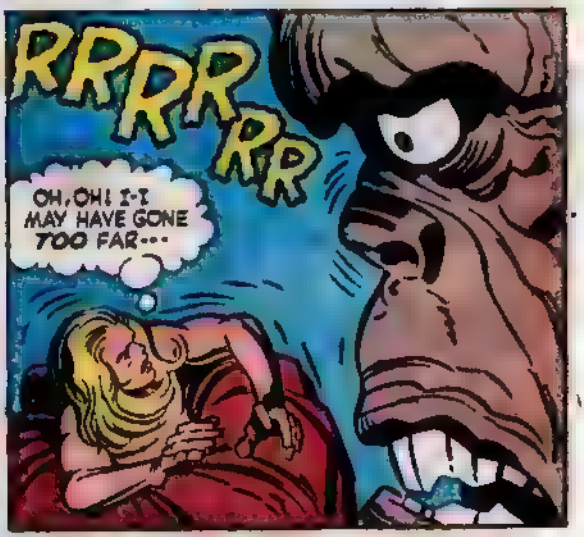
mpc

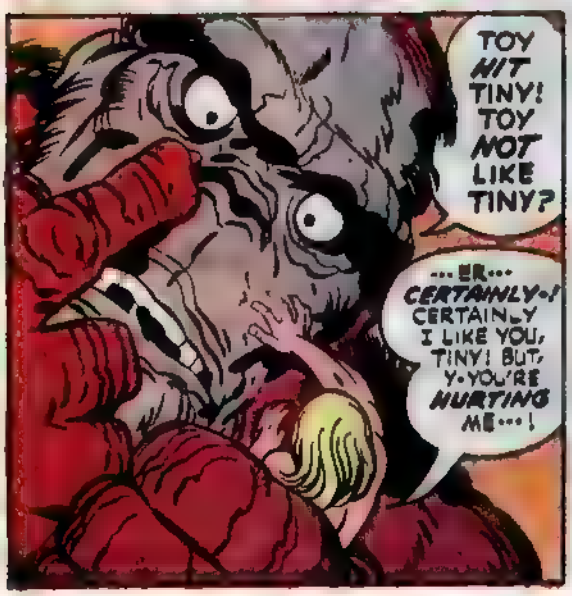
128 GROESBECK HIGHWAY MOUNT CLEMENS, MICHIGAN 48043


TINY NOT GIVE BACK TOY! GO HOME NOISY ONES!
CRASH!!

THE CONFUSED GORILLAS ARE SOON TOTALLY DEMORALIZED AND FLEE IN DISORDER··· MEANWHILE···
YOU OVERGROWN IGNORAMUS! CAN'T YOU HEAR ME? I SAID, PUT ME DOWN!
TOY SPEAK! THIS TOY GOOD!


I'LL MAKE YOU LISTEN!
SOCK!


RRRRRR
OH, OH! I-I MAY HAVE GONE TOO FAR···


TOY HIT TINY! TOY NOT LIKE TINY?
···ER··· CERTAINLY-! CERTAINLY I LIKE YOU, TINY! BUT, Y-YOU'RE HURTING ME···!

TINY NOT HURT YOU! TINY LIKE HEAR TOY SPEAK!
MAYBE TOY SING! COME, TOY··· SING!
END OF CHAPTER 2

You say you know that PLOP is coming... but you don't know what PLOP is? Is that what's troubling you, boy?

Mike Kaluta makes

The Shadow COME TO LIFE!

Watch for it.....

DC

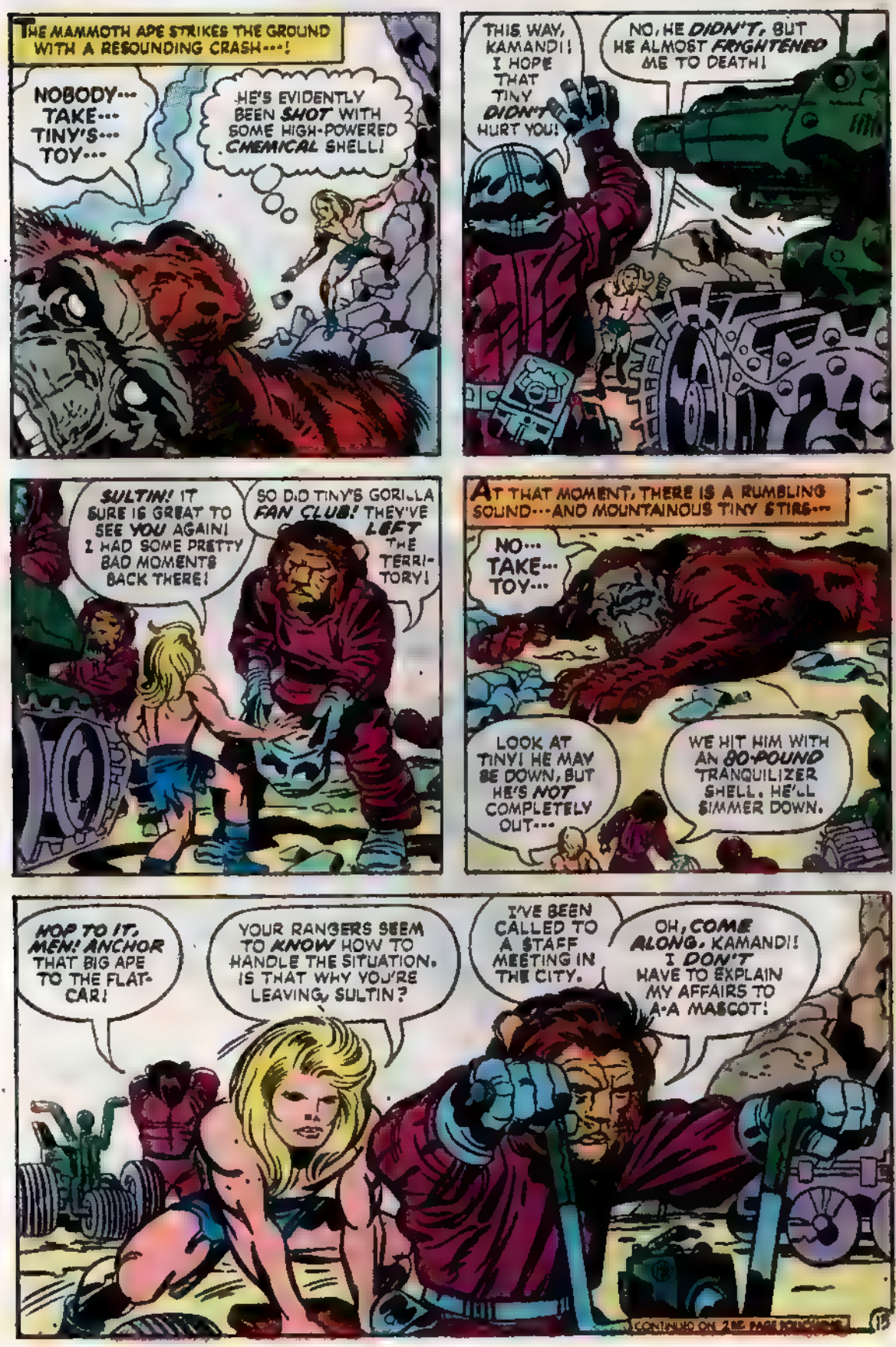
SHAKEN AND *TERRIFIED* BY THE CHILD-LIKE IGNORANCE THAT MOVES HIS MASSIVE CAPTOR, KAMANDI SILENTLY PRAYS FOR DELIVERANCE FROM HARM, IT *COMES*--- WITH BREATHTAKING *SWIFTNESS!* SOMETHING WHISTLES THROUGH THE AIR---IMBEDS ITSELF IN TINY'S BACK! HE RELEASES KAMANDI AND STAGGERS BACK--- AS KAMANDI LEAPS FROM ONE HORRIFYING WONDER---TO FIND THE SPLENDOR OF YET *ANOTHER*---

THE UNITED STATES OF LIONS!

CHAPTER THREE

---*AAAAA!* SOMETHING HIT TINY IN BACK! TINY--- ---*SICK*---!

WHAT LUCK! HE PLACED ME ON THIS OUT-CROPPING SO I *WOULDN'T* FALL WITH HIM!


THE MAMMOTH APE STRIKES THE GROUND WITH A RESOUNDING CRASH---!
NOBODY--- TAKE--- TINY'S--- TOY---
HE'S EVIDENTLY BEEN SHOT WITH SOME HIGH-POWERED CHEMICAL SHELL!
THIS WAY, KAMANDI! I HOPE THAT TINY DIDN'T HURT YOU!
NO, HE DIDN'T, BUT HE ALMOST FRIGHTENED ME TO DEATH!
SULTIN! IT SURE IS GREAT TO SEE YOU AGAIN! I HAD SOME PRETTY BAD MOMENTS BACK THERE!
SO DID TINY'S GORILLA FAN CLUB! THEY'VE LEFT THE TERRI-TORY!
AT THAT MOMENT, THERE IS A RUMBLING SOUND---AND MOUNTAINOUS TINY STIRS---
NO--- TAKE--- TOY---
LOOK AT TINY! HE MAY BE DOWN, BUT HE'S NOT COMPLETELY OUT---
WE HIT HIM WITH AN 80-POUND TRANQUILIZER SHELL. HE'LL SIMMER DOWN.
HOP TO IT, MEN! ANCHOR THAT BIG APE TO THE FLAT-CAR!
YOUR RANGERS SEEM TO KNOW HOW TO HANDLE THE SITUATION. IS THAT WHY YOU'RE LEAVING, SULTIN?
I'VE BEEN CALLED TO A STAFF MEETING IN THE CITY.
OH, COME ALONG, KAMANDI! I DON'T HAVE TO EXPLAIN MY AFFAIRS TO A-A MASCOT!
CONTINUED ON THE PAGE FOLLOWING
15

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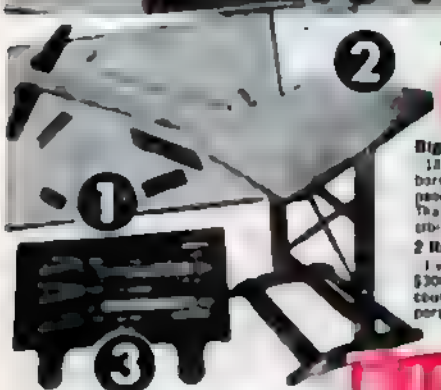

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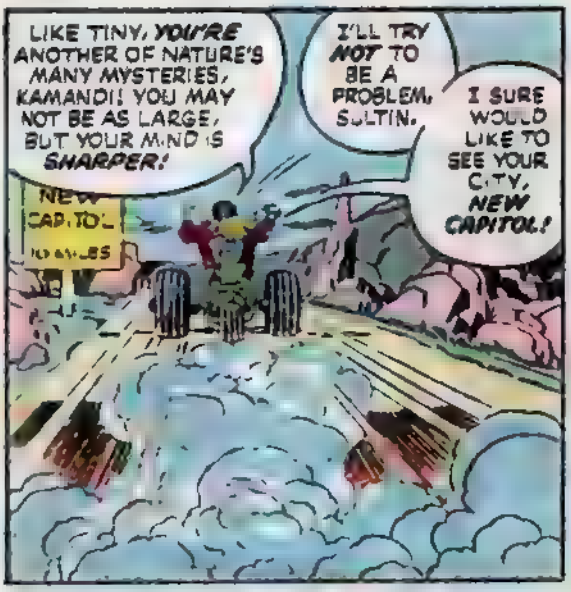
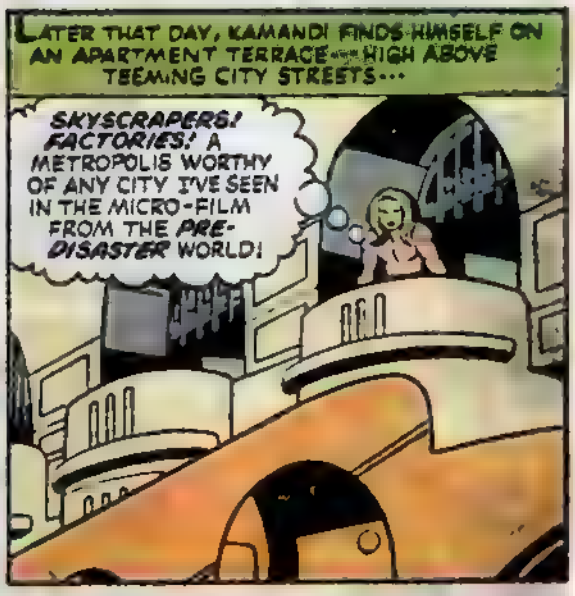
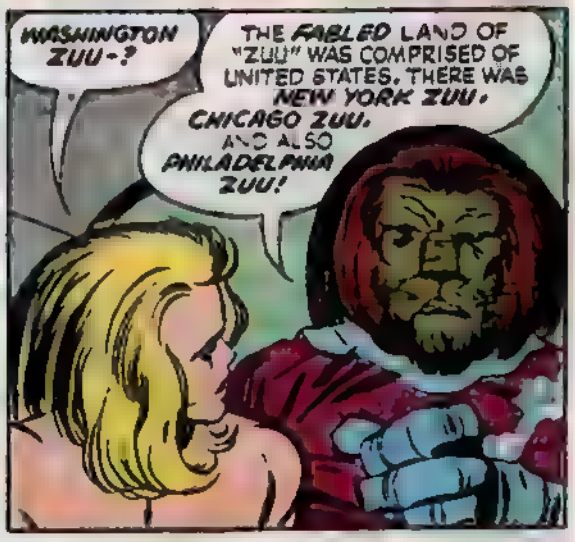
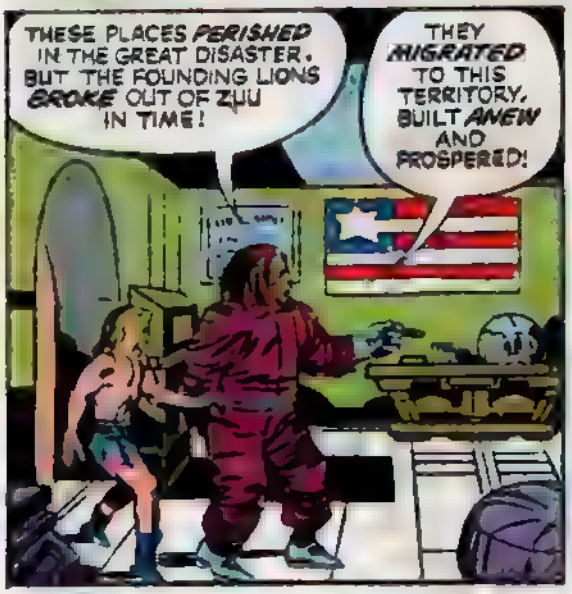
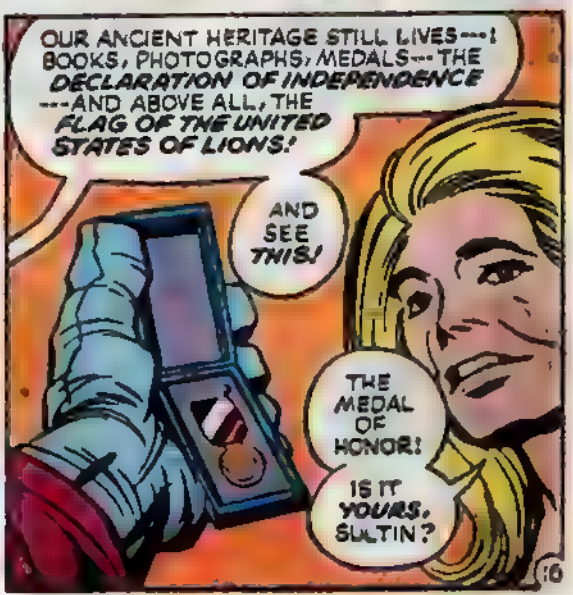

LIKE TINY, YOU'RE ANOTHER OF NATURE'S MANY MYSTERIES, KAMANDI! YOU MAY NOT BE AS LARGE, BUT YOUR MIND IS SHARPER!
I'LL TRY NOT TO BE A PROBLEM, SULTIN.
I SURE WOULD LIKE TO SEE YOUR CITY, NEW CAPITOL!
NEW CAPITOL

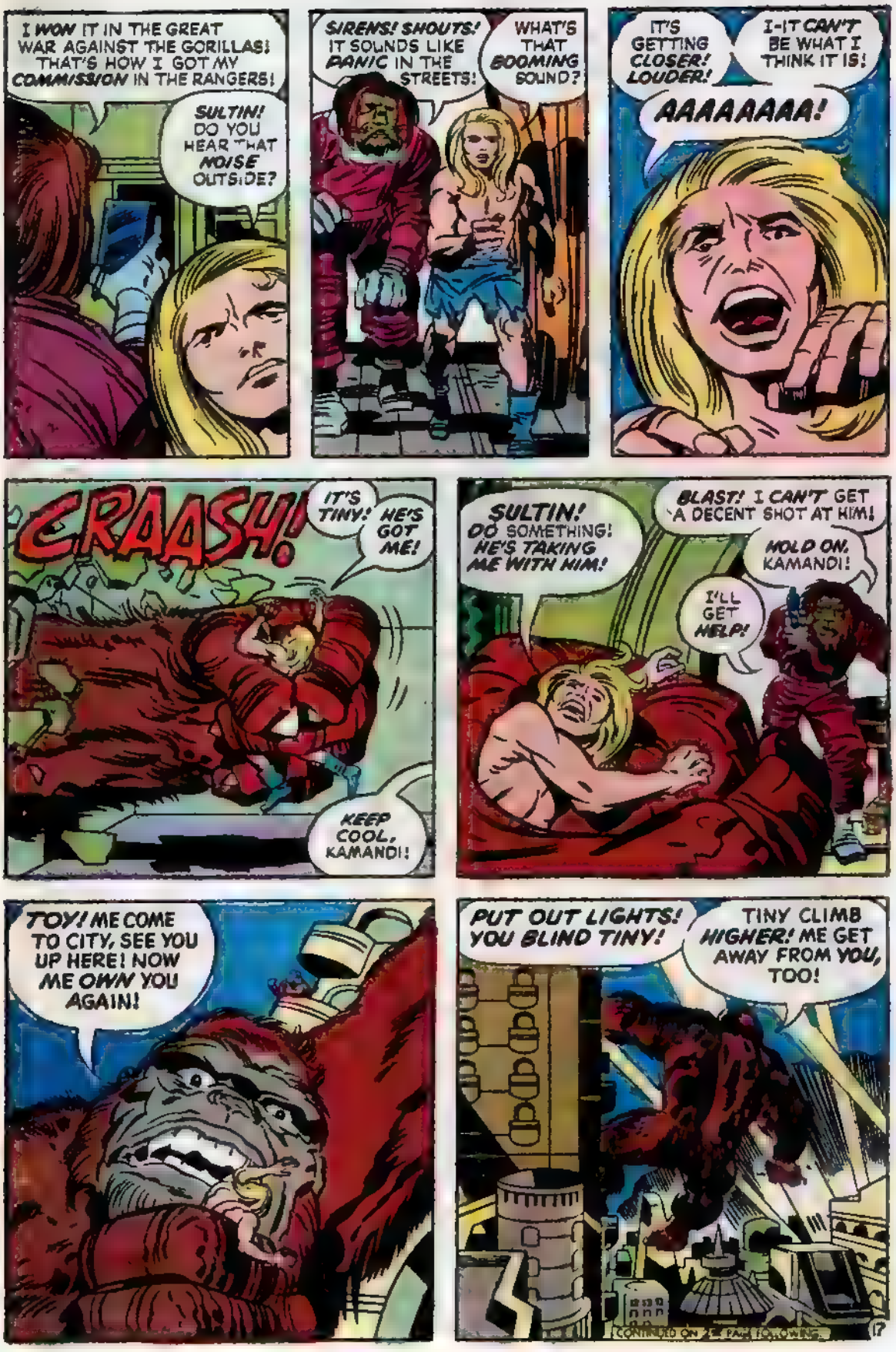

LATER THAT DAY, KAMANDI FINDS HIMSELF ON AN APARTMENT TERRACE---HIGH ABOVE TEEMING CITY STREETS...
SKYSCRAPERS! FACTORIES! A METROPOLIS WORTHY OF ANY CITY I'VE SEEN IN THE MICRO-FILM FROM THE PRE-DISASTER WORLD!

I'M IMPRESSED BY YOUR CITY, SULTIN.
IT WAS BUILT BY MY ANCESTORS, THE "FOUNDING LIONS!" ---WHO CAME FROM WASHINGTON ZUU.

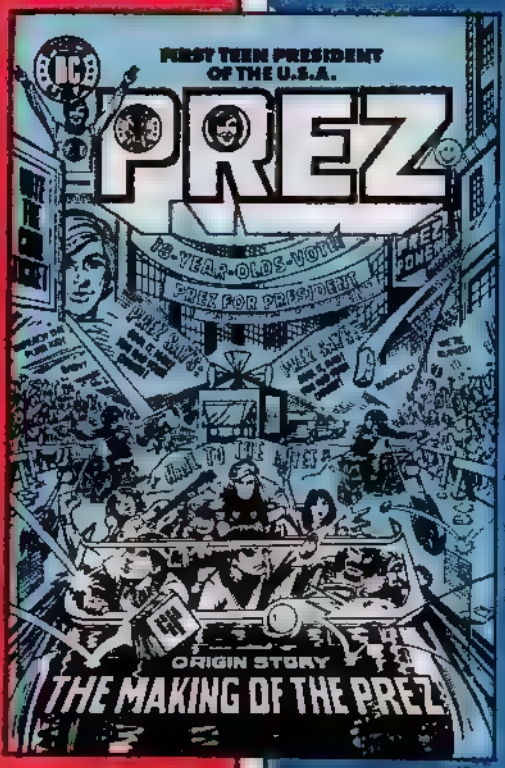

WASHINGTON ZUU-?
THE FABLED LAND OF "ZUU" WAS COMPRISED OF UNITED STATES. THERE WAS NEW YORK ZUU, CHICAGO ZUU, AND ALSO PHILADELPHIA ZUU!


THESE PLACES PERISHED IN THE GREAT DISASTER. BUT THE FOUNDING LIONS BROKE OUT OF ZUU IN TIME!
THEY MIGRATED TO THIS TERRITORY, BUILT ANEW AND PROSPERED!


OUR ANCIENT HERITAGE STILL LIVES---! BOOKS, PHOTOGRAPHS, MEDALS---THE DECLARATION OF INDEPENDENCE ---AND ABOVE ALL, THE FLAG OF THE UNITED STATES OF LIONS!
AND SEE THIS!
THE MEDAL OF HONOR!
IS IT YOURS, SULTIN?


I WON IT IN THE GREAT WAR AGAINST THE GORILLAS! THAT'S HOW I GOT MY COMMISSION IN THE RANGERS!
SULTIN! DO YOU HEAR THAT NOISE OUTSIDE?
SIRENS! SHOUTS! IT SOUNDS LIKE PANIC IN THE STREETS!
WHAT'S THAT BOOMING SOUND?
IT'S GETTING CLOSER! LOUDER!
I-IT CAN'T BE WHAT I THINK IT IS!
AAAAAAAA!
CRAASH!
IT'S TINY!
HE'S GOT ME!
KEEP COOL, KAMANDI!
SULTIN! DO SOMETHING! HE'S TAKING ME WITH HIM!
BLAST! I CAN'T GET A DECENT SHOT AT HIM!
HOLD ON, KAMANDI!
I'LL GET HELP!
TOY! ME COME TO CITY, SEE YOU UP HERE! NOW ME OWN YOU AGAIN!
PUT OUT LIGHTS! YOU BLIND TINY!
TINY CLIMB HIGHER! ME GET AWAY FROM YOU, TOO!
CONTINUED ON PAGE FOLLOWING
17

COMING



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79 ☐ SWORD OF SORCERY

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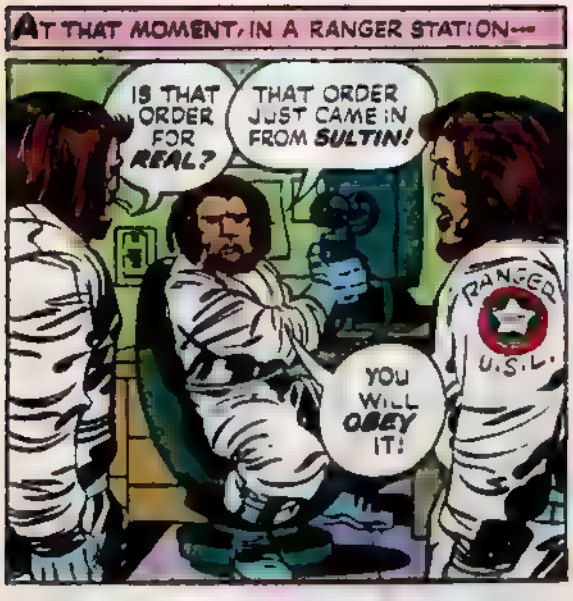
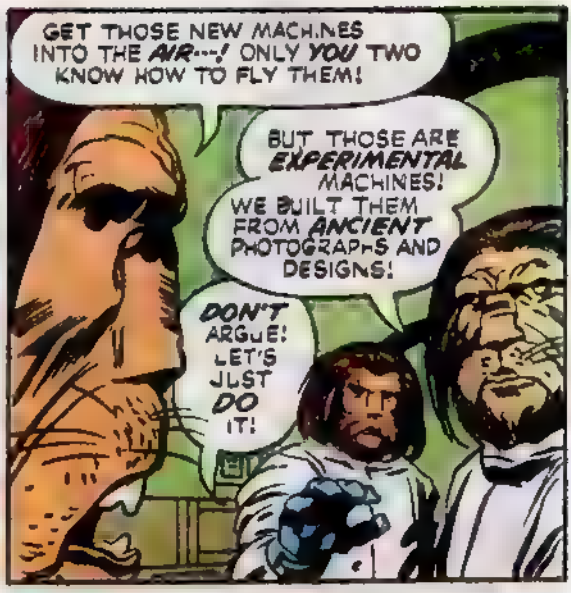
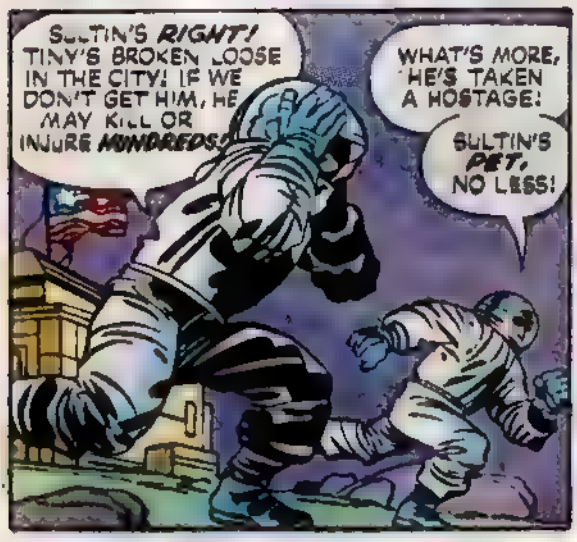
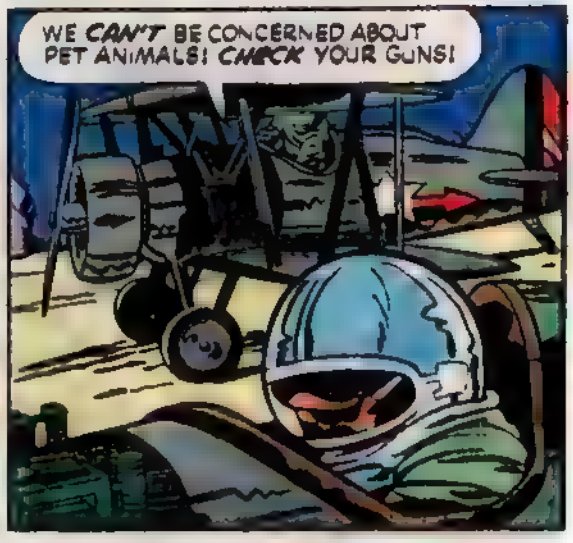
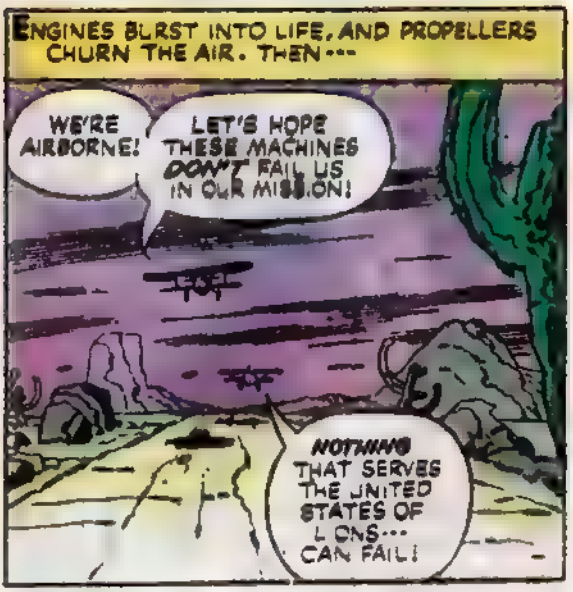
80 ☐ FROM BEYOND THE UNKNOWN
81 ☐ STRANGE ADVENTURES

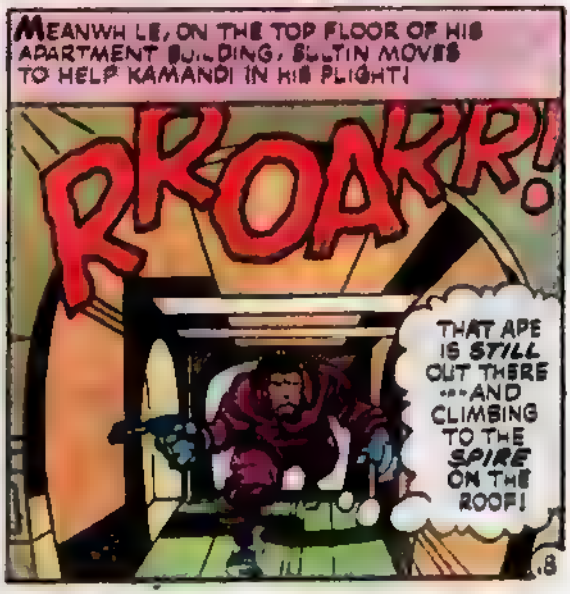

AT THAT MOMENT, IN A RANGER STATION---
IS THAT ORDER FOR REAL?
THAT ORDER JUST CAME IN FROM SULTIN!
YOU WILL OBEY IT!
RANGER
U.S.L.


GET THOSE NEW MACHINES INTO THE AIR---! ONLY YOU TWO KNOW HOW TO FLY THEM!
BUT THOSE ARE EXPERIMENTAL MACHINES! WE BUILT THEM FROM ANCIENT PHOTOGRAPHS AND DESIGNS!
DON'T ARGUE! LET'S JUST DO IT!


SULTIN'S RIGHT! TINY'S BROKEN LOOSE IN THE CITY! IF WE DON'T GET HIM, HE MAY KILL OR INJURE HUNDREDS!
WHAT'S MORE, HE'S TAKEN A HOSTAGE!
SULTIN'S PET, NO LESS!


WE CAN'T BE CONCERNED ABOUT PET ANIMALS! CHECK YOUR GUNS!


ENGINES BURST INTO LIFE, AND PROPELLERS CHURN THE AIR. THEN---
WE'RE AIRBORNE!
LET'S HOPE THESE MACHINES DON'T FAIL US IN OUR MISSION!
NOTHING THAT SERVES THE UNITED STATES OF L ONS--- CAN FAIL!


MEANWHILE, ON THE TOP FLOOR OF HIS APARTMENT BUILDING, SULTIN MOVES TO HELP KAMANDI IN HIS PLIGHT!
RROAKR!
THAT APE IS STILL OUT THERE --- AND CLIMBING TO THE SPIRE ON THE ROOF!

WITH ALMOST RECKLESS DARING, SULTIN PURSUES HIS QUARRY ATOP THE BUILDING!
COME DOWN, TINY! --- I PROMISE THAT YOU WON'T BE HARASSED!
NO! YOU TAKE TINY'S TOY!
THIS TINY'S TOY! I LIKE TOY! YOU COME FOR TOY--- I KILL YOU-!
SULTIN! HE MEANS IT! HE CAN STAMP YOU OUT LIKE A FLEA!
GO BACK!
SUDDENLY!
RRATAATATAT
UGH-H!
WHAT THOSE?
STAY HERE, TOY!
YOU STING TINY! YOU HURT HIM!
CAREFUL, KAMANDI! I'LL TRY TO REACH YOU!

LOOK! THE APE'S RELEASED SULT N'S PET!
WE'VE GOT TO NAIL HIM ON THIS PASS! GOOD HUNTING!
R-A-T-T-A-T-A-T
RAT-TA-TA-T
RAT-A-TA-TA-T
TOY---TOY! I-I--- HURT---
---CAN'T PLAY--- WITH---YOU ---NO MORE---
THEY GOT HIM--!
IT'S THE END OF POOR TINY!
HE PLAYED ONE GAME THAT WAS TOO DANGEROUS--- EVEN FOR HIM!
HE HAD TO BE DESTROYED! TOO BAD!
I'LL BET THIS WAS THE WILDEST EXPER ENCE ANYONE EVER HAD!
IT'S BEEN INCREDIBLE, AT THAT!
EVEN THE ANCIENTS, WITH THE R IMAGINATIVE MOVIES, COULDN'T HAVE PRODUCED ANYTHING LIKE THIS!
KAMANDI MAY BE RIGHT!
H.S WORLD IS UNIQUE!! PERHAPS W LDER SURPR SES ARE IN STORE!..!
NOW, TAKE NEXT MONTH--- AND
THE RETURN OF BEN BOXER
NEXT ISSUE ON SALE ON OR ABOUT MAY 10TH
23

THE TIME CAPSULE

By Steve Sherman

X-386

Dear Jack,

As for KAMANDI #3, I can say that the story was commendable, but not great. Even though you wrote a good story, I think you can do better than that. However, the plot of the mag is developing and I like the way it's coming.

This issue your artwork was fantastic, and Mike Royer did an excellent job lettering. Since Kamandi started, Mike's work has gotten much better. I have just one question. So far each animal you've created has been affected from the radiation disaster, except for the horses. In issues #1 and #3, the horses seem like they are today. They cannot talk and will go wherever their master wants them to. I'd like to know why the horses weren't affected?

Steve Nadler, Syosset, N.Y.

In order to avoid controversy and a barrage of letters from horselovers everywhere, Steve, I'll just say that it isn't because they aren't as smart as the rest of the animals portrayed, but because it's better story-wise. It's much more exciting (and a bit more "believable") to see a group of tikers charging on horseback, than just having them run around. Besides, every time talking horses were brought up, Jack kept thinking of Quick Draw McGraw and he couldn't stop laughing!

Dear Jack,

After ho-humming my way through the first two issues of Kamandi, I thought I'd try my luck and buy #3. Well, the cover really didn't impress me too much, not that your art isn't good, but art alone does not make an adventure strip. Having gotten into a comfortable position, I commenced to read KAMANDI #3. I must say the story caught me completely off guard. The plot was terrific.

The title puzzled me at first, but the script later revealed why you chose it. Using Las Vegas as a battle scene was excellent. It gave a unique flavor to the fracas. Your use of two biblical aspects also heightened the intensity of the story (David & Goliath and Samson).

The ending saddened me slightly, in that Chaaku never really harmed Kamandi, and his statement at the end of the story increased one's feeling for the creature.

In conclusion, I must say that #3 was far superior to the two previous issues. If this improvement in script continues, you will have captured a reader for life.

Stephen Barrington, Chickasaw, Ala.

What can we say but thanks, Stephen!

Dear Jack,

Although many readers have been filling your post office box with letters of praise, I must take a slightly different stand. It's not that I don't like KAMANDI (I happen to like it very much), but it's the plots that annoy me. In all three issues, Jack, you have a "formula" plot line. In every issue of KAMANDI published so far, he gets into trouble and survives each crisis until help (Dr. Canus in #1, and Ben Boxer in the last two) arrives. A variation of trouble affecting someone other than Kamandi or Ben Boxer would be welcome.

Despite my dislike of the plots, the story and art are still great. I really like the two-page splash in issue #3. Mike Royer didn't ink it as heavily as he's done in the past. Slicko, Mike! The introduction of Renzi is something I have really been looking forward to. I'm sure the rest of Kamandi's readership also desires to learn more about the Nuclear People.

Chaaku was a less than adequate foe for Kamandi. Please keep mediocre characters like him out of this book in the future. Instead, bring back the New York Rat Network and Dr. Canus. They fit in perfectly.

Steve Schaibuns, Jackson Heights, N.Y.

We appreciate your comments, Steve. Dr. Canus will be back soon, and the mysterye of the Nuclear People will continue to unfold.

Dear Jack,

I greatly enjoy your artwork, and KAMANDI #3 was great. Why? Well, not because of its stark realism, but because of its impact. You have taken and produced a new kind of comic art. It's more than just style. To be appreciated it has to be viewed as one would view an art canvas. The change in thickness of lines and shadows must be viewed as one whole thing—an entire entity. When one does, the impact is great, startling, eye-catching and satisfying.

Paul Kurosky, Warsaw, Ind.

Both Jack and Mike strive to do the best job they can, Paul. Their main goal is to provide, artistically, an exciting and entertaining view of a strange, new world. They both thank you for the kind words.

* * * * *

Dear Sir,

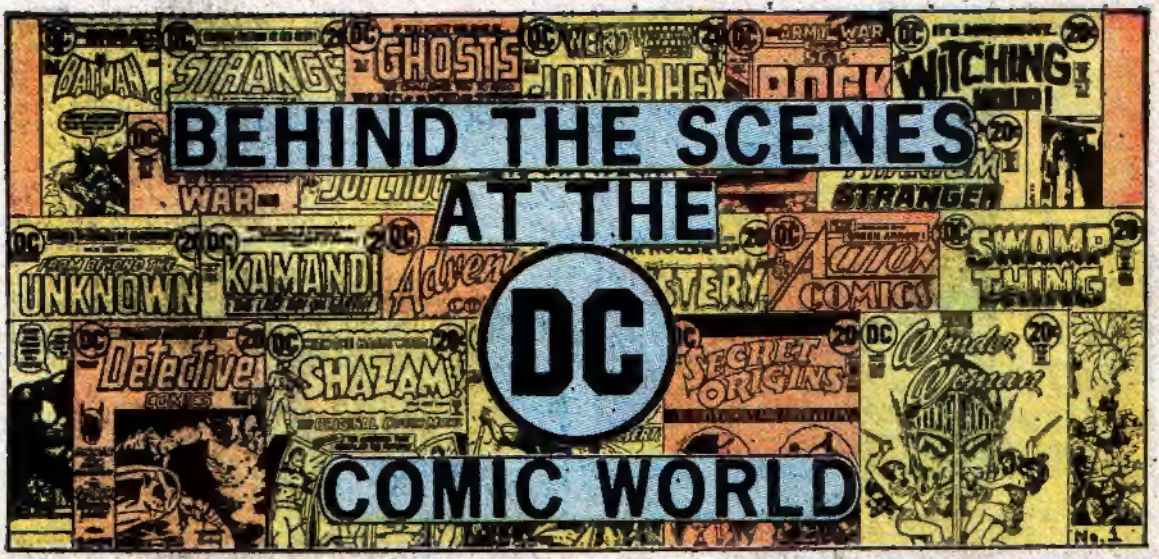
I read comics (especially yours) for enjoyment and never expected a reaction similar to the one I had reading "The Thing That Grew On The Moon". Apollo 17 just recently returned, with many people describing it as the last time man would walk on another planet in this century. My hopes of seeing Mars and the other planets explored seems set back. Seeing Renzi and Ben Boxer amid cobwebbed exploration remnants adds another pang to the speculation of how far we might have gone and seen, and didn't.

Cynthia Dobbs, Indianapolis, Ind.

Well put, Cynthia. But don't give up hope. There's still Skylab and a few other NASA projects. With enough people, and enough desire and imagination, we may yet see Apollo 20. Unlike Kamandi, our imagination still separates us from the beasts. Let's hope it stays that way.

* * * * *

And on that happy (?) note, we'll end it for this issue. And to clear things up, back in issue #3, the column read "opened and read by Jack Kirby" when it should have said "answered by Jack Kirby", since Jack gets and reads *all* the mail, regardless of who answers it. It happened that there was a change in frequency and Jack and I couldn't get together in time. The Kirbys also wish to thank everyone for their Christmas and New Year's greetings, and they extend best wishes to all for the New Year. I also add mine and remind you that our address is: THE TIME CAPSULE, P.O. BOX 336, NEWBURY PARK, CA. 91320. See you back here next issue!



Welcome to the world of the people who create comics. On this page (and its companion feature page, Direct Currents) you will finally meet the people who produce comics, learn how they are produced, and find out about our latest projects. Direct Currents will give you an issue by issue prediction of upcoming stories and features. Both pages will be appearing in almost every DC magazine in a month or so. More about "Behind The Scenes" later. Now let's take a walk down to the Production Department for a preview of a new DC program . . .

THE JUNIOR BULLPEN PROJECT

About eight months ago, DC Production Manager Sol Harrison noticed that there weren't too many young people coming into the comics industry any more. Sol, never one to ignore an idea, worked out a program for getting new people into the business and training them at the same time.

DC is starting a program under which promising talents can enter the business as apprentices. We will be offering twelve such jobs to young people this summer. All twelve will work in our new offices (DC is moving crosstown this summer to the new Warner Communications Headquarters) and meanwhile will have their skills polished by some of the most accomplished people in the business. These will be paying jobs; the first rung on the ladder of comic success. You will be guaranteed a basic wage while you learn. Six writing trainees and six artistic trainees will be chosen.

The details: The jobs are only open to people who would be able to live in the New York Metropolitan Area. This means that no one who hasn't graduated high school by June of 1973 is eligible. Many of the lucky people will be chosen at the annual Comic Art Convention here in New York City, when DC will examine portfolios and scripts. The Convention will be held from July 4th to 8th at the Commodore Hotel. Even if you can't make the program, the convention with all its pro guests is certainly well worth attending. (For convention details write: Comicon, c/o National Periodical Publications.) Interested artists or writers will submit portfolios of their work at that time. A writer should submit a number of his best plots, synopses or full scripts. I advise you to keep away from full scripts unless you are familiar with their format. Artists should prepare a number of pencil or ink renditions of human figures. We are most interested in seeing a sketch pad filled with drawings (rough) of the world around you—People (all ages), places, your home, your family, your desk top, the world outside your window, etc. If you wish to use super-heroes or established characters, that's okay. But keep to the human figure for the most part because that is the most important part of comic book art. Your artwork will be evaluated at the convention by a number of DC staffers and editors. Artists, for instance, might be judged by Carmine Infantino, Joe Orlando, Joe Kubert, and Vince Colletta. Writers would have their work examined by people like Julie Schwartz, Bob Kanigher, and Murray Boltinoff. All the work will be looked over during the course of the convention and we may hire people on the spot. Shortly thereafter you will begin to work at DC.

THIS IS YOUR CHANCE OF A LIFETIME! If you have ever dreamed about working in the comic book field, get your material ready and come to the convention. See you there! Of course, if you can't make it to the Comicon, just send your material to Sol Harrison here at National. If you have already done this, and haven't received an answer, please be patient. Sol has a lot of material to look over.

Back to "Behind The Scenes" again. In future months you'll learn: How we created "The Shadow", "Plop" and a half-dozen other new DC books that will begin to appear in the next year. What our editors and senior staffers are really like. When to watch our mags for special issues or stories. Who is working on new projects. (Like a certain Joe Simon, creator of a galaxy of comic book characters, who is back at DC and cooking up about four new magazines!) What's happening to the junior bullpen project. And, answers to YOUR QUESTIONS! If you have any questions about DC comics that might interest other fans, write. We can't answer letters personally, but any that are of general interest will be answered in print. Send them to: "Behind The Scenes", National Periodical Publications, 909 Third Avenue, New York, New York 10022. See you next time!

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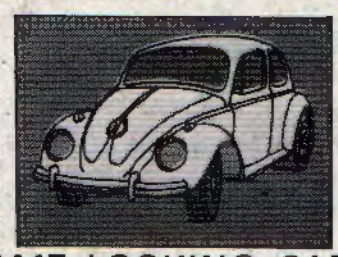

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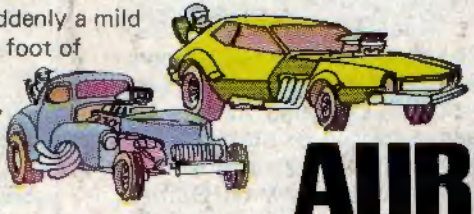

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